

SAVAGE EXPLORER WORLDS



DEADLANDS NOIR: MY BROTHER'S KEEPER
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 FLASH GORDON: LION MAN PREVIEW
 WEIRD WAR I: DAWN OF THE NEW TWILIGHT
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HIS BROTHER'S KEEPER

His Brother's Keeper is an adventure for *Deadlands Noir*, set in 1930s New Orleans. It takes the heroes from the Garden District's posh mansions to the edge of the bayous and back again. It contains a mix of investigation and combat, and is suitable for characters of all Ranks, although the Marshal may want to toughen up the foes for Veteran or higher characters.

ILL-GOTTEN GAINS

William White is a man with a problem. For years, he believed he could handle that problem by throwing money at it, and up until now, he was right. Unfortunately for him, a new player has entered an old game and changed the rules.

rites of succession

Fifteen years ago, William's father, Alastair, married well, to a wealthy widow. The widow, Penelope Adams had a son of her own, eight-year-old Timothy. William was 15 at the time of the marriage.

Penelope didn't become a wealthy woman by being a fool, though. She suspected Alastair's main interest was more in her money than her, so she crafted her will so that her entire estate would pass to her son, Timothy, in the event of her death. She made no secret of this at the time, and Alastair wasn't particularly distressed. After all, he was several years older than Penelope and content to live out his remaining years as a kept husband.

William, however, was incensed by being effectively cut out of any inheritance, save whatever pittance his father might pass on. Worse, Alastair became enamored of young Timothy, who was both personable and a prodigy in nearly every endeavor he undertook. William's dissatisfaction grew quickly, and when he came of age at 18, he decided to secure his future at the expense of the rest of his family.

The young man contacted members of the Red Sect and cut a deal. In return for a fair chunk of change, they would rub out his father, stepmother, and stepbrother in one fell swoop. This would make William the sole heir to Penelope's estate regardless of her will.

Using their dark rites, the cultists arranged for the family to fall victim to a horrible automobile accident. Their vehicle crashed into a swamp outside the city. William had conveniently remained at home that day. Alastair and Penelope's corpses were found near the wreckage, and the authorities agreed 11-year-old Timothy's body was doubtlessly sunk somewhere into the mire of the swamp.

William settled into his ill-gotten wealth quickly, finding the high life much to his liking. He bought himself the finest education in the city and is now a well-to-do, if somewhat untalented, attorney. To shore up his rapidly dwindling fortune, he married into further money when he walked Eleanor Marchand down the aisle 10 years ago.

The couple also has a son of their own, Malcolm, who coincidentally turned eight this year.

NO BAD DEED

Unfortunately for William, he discovered too late that the Red Sect isn't one to let go of a fish once they've hooked it. Once he graduated law school, the cult reminded William that he was still under their thumb. After all, he had hired them to commit murder.

The Red Sect began extorting him in exchange for their silence. Now he's making nearly monthly payments to ensure he doesn't find himself in a courtroom as a defendant. Combined with his bills from law school, lavish lifestyle, and generally poor performance as an attorney, William would be struggling to make ends meet if not for his wife's own considerable fortune.

Worse, it turns out the Red Sect wasn't entirely straightforward in dealing with William in the first place. Instead of ensuring the entire family drowned, they kept Timothy alive to serve as a sacrifice to one of their dark patrons. Black magic has a price, after all.

Truth be told, William wouldn't have minded had he known — except for the fact that the sacrifice didn't result in Timothy's death. Instead, the boy was given to one of the evil spirits the cult reveres. That being transformed into a horrific mix of human and alligator — a *letiche*.

Now Timothy has found his way back to the Crescent City.

THE HUNT BEGINS

It's possible a private investigator in the group has at one time done business with William and recognizes his name. However, it's Eleanor, not her husband, who contacts the heroes with an urgent job offer. She doesn't care to discuss the details on the phone, but insists the investigators come immediately to her home.

FIRST IMPRESSIONS

Eleanor meets the group at the White family home in the Garden District, which is also the scene of the crime. Eleanor answers the door herself and leads the investigators to an antechamber just off the main hall. As the investigators enter, pooled bloodstains in the main hall are apparent.

Once they're inside, Eleanor gives the heroes the straight dope. Last night, Malcolm was kidnapped in a particularly brutal attack that left the family butler, Franklin Lucas, dead. She and William had gone out for the night to a social event at another well-to-do family's mansion in the Garden District and weren't home when the crime occurred. No one else was in the house at the time.

- **Eleanor White:** Use the Citizen profile in *Deadlands Noir*, with the Filthy Rich Edge.

THE COVER UP

William is smart enough to know he couldn't keep a murder off the books, so he involved the police as far as Franklin's murder. He convinced his wife to back his story that the butler was killed during a robbery, but omitted the part where it was his child that was stolen.

He told Eleanor he fears the kidnappers may kill Malcolm if they think the authorities are involved. It's also his excuse for not calling the investigators himself. Eleanor, however, isn't one to sit on her hands.

Although Eleanor doesn't know it, William is certain the Red Sect is behind the abduction and plans to use

THE OFFICIAL STORY

Any shamus with Connections in the NOPD can get a look at the police report. The report notes that the intruder forced entry through the rear door to the kitchen. Apparently a crowbar was used to pry the door open, as deep scoring was found on the door and frame.

Franklin was found in the main hall, near the stairway to the second floor. He suffered several incision wounds and lacerations, mostly on his back. The cause of death is uncertain, but assumed to be related to crushing and slashing wounds on and around his head and neck.

If they don't have access to the police records, the heroes have to rely on Eleanor's memory and their own examination of the scene. Their client provides an accurate description of the scene, but can't provide specific medical details.

the boy to pressure him for more money. He's afraid his past crimes will come to light if anyone digs too deeply into the matter. Still, even he is clueless as to the actual culprit.

So far there has been no ransom note or any other contact regarding the kidnapping. Eleanor is unaware of any enemies other than those any rich, successful persons might have. She is willing to pay the investigators any vaguely reasonable amount. Although she presents a very strong front, her son is missing and she's very afraid for his safety.

She gives the detectives unfettered access to the house, the servants, and anything else they ask.

THE SCENE OF THE CRIME

A fair amount of bloodstains and barely coagulated puddles remain in the entry hall as the Whites would normally rely on Franklin to handle such cleaning matters, and Eleanor has only just begun making arrangements.

A search of the house finds the damaged rear door rather easily. The door itself is a hefty oak affair, but whoever forced it eventually cracked the frame at the striker plate. There are a three odd gouges in the door frame, to the right of the knob. Success on a Smarts roll highlights the fact that the gouges are uniformly spaced, more or less. (They resulted from the *letiche*'s claws, before it forced the door with its shoulder).

Combing the grounds finds the wrought-iron gate to the rear of the property has been forced open. An alleyway runs parallel to the street in front of the house and separates the backyards of the mansions on the next block. There is a sewer manhole about halfway down the block, but unless the heroes specifically search for one at this point, they don't make note of it.

EMPLOYEE RELATIONS

If asked, Eleanor tells the investigators the Whites employ three full-time employees and one part-time. Only Franklin actually resided at the mansion, though.

The butler was the only employee home at the time of the crime. He has a room in the mansion adjoining the kitchen. It is neatly kept, if austere, and holds nothing of interest to the heroes.

The family cook, Gerard Arnot, does not live at the mansion and had the night off, thanks to the party the couple attended. He is very fond of Malcolm and makes an obvious effort to help the heroes in any way possible, but has nothing of value to offer.

There is a gardener, Albert Fornier, but he works only part-time — about three days a week. Yesterday was his day off. Albert has little interaction with the family, but did occasionally see the boy outside playing on the lawn. His only comment is that he seems like a nice kid and he hopes nothing bad happened to him, "Like that Lindbergh baby."

The Whites also employ a driver, Ralph Jameson. When the investigators first arrive, Ralph is not present. Eleanor explains that her husband had a vital, work-related errand to run this morning and will be back shortly.

- **Gerard Arnot and Albert Fornier:** Use the Citizen profile in *Deadlands Noir*.

JOYRIDE

After the investigators have had time to fully examine the house and question anyone there they want, William White's car pulls into the drive. The driver, Ralph, and William White get out. William becomes very upset when he discovers Eleanor has hired the snoops to find their child. He rants briefly before storming off inside.

DRIVING MR. WHITE

Ralph adds little to what the characters already know — at least initially. He was waiting at the party last night when the crime occurred and knows nothing more beyond that. If the group asks about Mr. White's morning errand, he is obviously evasive and says only that it was related to one of his clients. Success on a Notice roll tells a hero he is very uncomfortable and nervous about his answer, though.

Confronting the driver directly doesn't have much success, but he is worried about Malcolm's safety and fears he may be withholding vital information. A character using Persuasion can make an attempt to convince Ralph to spill the beans.

On a success, Ralph admits he drove Mr. White to an old house out in the Lower Ninth. Mr. White went to the door of the house, which looked abandoned. He pounded on the door for a good minute before storming back to the car and leaving.

With a raise, he adds it wasn't the first time he'd been out that way. Mr. White goes out there every couple of months or so with a briefcase. Although Ralph doesn't know what was in the briefcase, the way Mr. White carried it made him think it was something valuable, maybe even money. When he returned from the house, the briefcase was always empty. Mr. White did not have a briefcase with him on the visit today.

This is a fairly important clue. If the shamuses don't catch onto Ralph's reticence or fail to convince him to open up, the chauffeur tracks them down later in their investigation. His concern for Malcolm's safety eventually overcomes his misplaced loyalty to William White. Of course, before he does, the investigators may have wasted time and money following up other false leads...

- **Ralph Jameson:** Use the Citizen profile in *Deadlands Noir*, adding Agility d8, Driving d8 and the Ace Edge.

FOLLOW THE MONEY

If the investigators talk to Eleanor about William's activities, she is receptive. She's been married to the man long enough to know he's more than a little shady. In fact, the child is the only reason she's remained with him.

Eleanor grants them access to her own financial records. It is immediately obvious that William relies on her fortune to remain solvent. Digging further into the family's accounts requires an Investigation roll. On a success, the character discovers William has been hiding payouts of \$2,000 every two months or so.

Regardless of the evidence, William does *not* own up to the extortion racket. If completely cornered, he claims to have a gambling problem. He went out to see if his creditors had taken his son to hold him ransom, but they didn't have him.

- **William White:** Use the Citizen profile in *Deadlands Noir*.

CANVASSING THE NEIGHBORHOOD

The investigators may want to interview neighbors. William is opposed to this, as he fears it will draw undue attention to the crime. He's also worried about his own reputation, but he never directly says so. Eleanor is supportive of the tactic, but after William's protests she asks the characters to "be discreet" in their approach.

It doesn't take long to learn none of the neighbors saw anything the night of the attack. A quick observation of the street on which the White's mansion sits makes it immediately obvious why. Most of the mansions are surrounded by lush gardens, hedges, or walls, all of which are marvelous at preserving privacy — and obstructing views of adjacent properties.

A successful Streetwise roll lets a shamus locate a resident who was walking their dog around the time of the attack. The witness saw absolutely nothing out of the ordinary on the main street. No strange cars, no one carrying a struggling child, no blood-covered abomination out of someone's worst nightmare.

- **Neighbors:** Use the Citizen profile in *Deadlands Noir*.

URBAN LEGENDS

It's possible the heroes decide to look for similar crimes. If so, **Hitting the Books** (see *Deadlands Noir*) in one of the numerous newspaper morgues does turn up some matches. Although searchers find no other kidnappings recently, they do find that other murder victims with wounds similar to those on Franklin have been found over the past few weeks. In most cases, the authorities attributed the deaths to animal — probably alligator — attacks. The majority of these attacks occurred near the docks, Bayou St. John, and outskirts, often involving hoboes and drifters.

A couple of more recent incidents, however, took place far from any large waterways. One occurred in the Central Business District and one in Warehouse District. A sherlock who plots out the deaths on a map by date can see the crimes have generally progressed from the east side of the city toward the Garden District.

There's no apparent link between most of the victims, other than many were street people or out late at night. Visiting the scene of each, however, discovers each was near a waterway, with the exception of the last two. A Notice roll at a -2 spots a sewer entry within half a block of both these scenes, unless the heroes specifically state they're looking for such — in which case they automatically find it.

HITTING THE COBBLESTONES

If the characters decide to do a little **Legwork** (see *Deadlands Noir*) and look for witnesses or information other than what's been reported in the local rags, they eventually find Dauphin, the Rat King (see *Deadlands Noir*). He tells them that no one has seen whatever is responsible for people disappearing, but confirms that more disappearances have occurred than have made the papers. Several tramps living around the docks have gone missing over the last few weeks.

He also tells them a lot of his other friends have disappeared as well, with most of them vanishing from the Garden District. Any further questioning into which "friends" he means quickly reveals he's talking about sewer rats. That's because the letiche has been snacking on the critters — when it runs out of other meat sources, at any rate.

RED HANDED

Following up on Ralph's information leads the party to a fair-sized but dilapidated plantation house on the edge of the Lower Ninth. At first glance it appears unoccupied. There are no residences close by and none that have line of sight due to significant undergrowth and trees around the property's edge.

Canvassing the locals requires a simple Streetwise roll. With a success, the party discovers the neighbors — all poor farmers — believe the house to be "hainted" and stay away. A raise on the Streetwise roll turns up that occasionally people are seen coming and going from the house, but the neighbors believe them to be *bokkors* seeking to raise the dead.

SOGGY BOTTOM ABATTOIR

The grounds are largely flooded, as there is a drainage system outflow nearby. It's also where the letiche entered the sewers. Should the heroes scout around the grounds, allow a Tracking roll or Notice (-4). A success finds a strange set of tracks that look almost like those of an alligator leading to and from the drainage outflow. A raise on the Tracking roll (but not Notice) tells the sharp-eyed woodsman the creature that made the tracks was apparently walking on its hind legs, as there are no front prints.

Inside, it's the scene of a massacre, with numerous people literally ripped apart. The grisly scene calls for a Fear check versus nausea. Anyone examining the bodies can tell the victims died from numerous slashing and puncture wounds. The sleuth can make a Knowledge (Medicine) or Healing roll (-2) to determine the injuries were likely inflicted by some sort of animal, with a raise telling them it was an alligator or similar beast.

Digging through the rest of the house turns up all sorts of strange charms, chalk drawings, candles, and other oddities. A Knowledge (Occult) roll identifies the items as all associated with voodoo rituals, usually of the *petro* variety — the type associated with the Red Sect. An investigator with the Voodoo skill realizes this without any need for a roll.

RED-HANDED!

After the group has time to look around the house, another group of Red Sect cultists arrive on the scene. The group that lairs here hasn't been heard from in a week. Seeing the investigators, they initially assume the heroes are responsible for the slaughter and attack.

The bokkor uses the *zombie* power to raise three dead cultists. (If the detectives haven't encountered zombies before, you can require Fear checks when the mutilated bodies begin to rise.) He then uses *confusion* against any heroes who move against him directly, but otherwise relies on the cultists and undead to do the fighting. The investigators can use **Patter** (see *Deadlands Noir*) to try to talk their way out of the fight.

The cult leader quickly realizes that the characters aren't likely responsible, as well as who the actual culprit probably is. Still, he's willing to press his advantage as long as he can. Once more than half his minions are Incapacitated or all his Power Points are depleted, he calls off the attack.

The bokkor offers to make a deal, trading information for his group's release — or just his, if the detectives play hardball. If they agree, he gives them the sordid details about White, his deal with the Red Sect, and the letiche. Should the interlopers not have made contact with Dauphin by this time, the bokkor may also hint the creature is likely to favor damp, dark, and even subterranean areas for its lair.

 **Bokkor (1):** Use the Bokkor profile in *Deadlands Noir*.

- **Red Sect Cultists (1 per hero):** Use the Cultist profile in *Deadlands Noir*. They're armed with knives and various small hand weapons (Str+d4).
- **Reanimated Cultists (3):** Use the Zombie profile in *Savage Worlds*. They wield knives and various small hand weapons (Str+d4).

BOWELS OF THE CITY

Sewers aren't commonplace in New Orleans, thanks to the fact many spots in the city have a minus sign in front of the number of feet for their elevation. The Garden District is one of the higher areas, but even it's barely a yard above sea level. Still, thanks to pumping stations installed by Hellstromme Industries, the Crescent City has several below-ground sewer pipes large enough to

comfortably allow a man — or man-sized alligator — to move around inside.

There are at least three ways your investigators can make the link to the sewers: Dauphin, the Red Sect bokkor, or by visiting the scene of some of the other attacks. If they fail to make the connection, give them a Notice check to spot the sewer manhole cover near the White mansion during one of their visits.

Inside the sewers, the main pipes are around six feet in diameter in most places. These are what the letiche uses to move about unseen. Secondary pipes average three feet in diameter, big enough to squirm through assuming you're not adverse to getting a face full of stench, while tertiary pipes are seldom larger than a foot.

Standing water and sewage outflow sits in the bottom of most main and secondary pipes, averaging between six inches and a foot in depth. The water isn't deep enough to count as difficult terrain, but any characters attempting to run in the sewers must make an Agility roll or slip on the slime coating the pipes and fall prone, suffering a level of Fatigue from Bumps and Bruises.

FOLLOWING A WATERLOGGED TRAIL

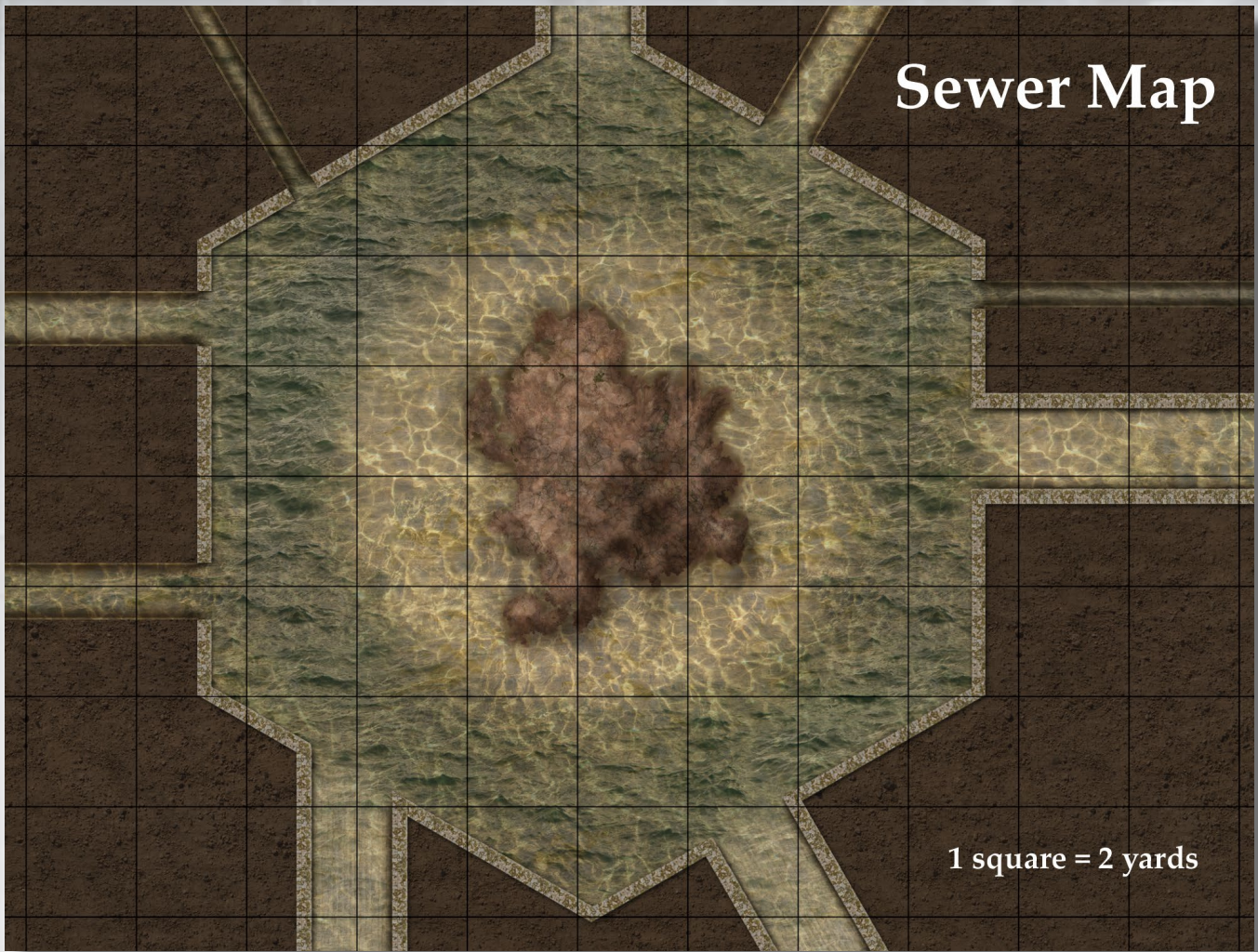
Finding the letiche in the sewers of New Orleans is a tall order. If the group has spoken with Dauphin, they probably narrow their search down to tunnels in the Irish Channel. A single group can cover the likely spots in that section of the sewers in a day's trudging through sewage.

Another method is to try to follow the monster's trail through the sewers from the entry nearest the White's mansion. The water and sewage in the pipes makes finding its route an almost impossible proposition. Two consecutive successes on a Tracking roll (-2) are necessary to trail it back to its lair in the Irish Channel. Other investigators can assist in this attempt with cooperative rolls as usual.

Without either of those two leads to go on, the sleuths can study the New Orleans map and attempt to figure out a pattern to the monster's attacks. How successful they are is up to your discretion, Marshal. While the letiche did start on the outskirts and near waterways, and the most recent attacks have occurred in the general area of the Garden District, it is also clever enough to know better than to prey on victims too close to its lair.

If your detectives are still stumped, you can drop more clues to point them in the right direction. A drunken witness near the Bucket o' Blood may spot the creature slipping into a drain, but find no one believes him. The letiche may have needed to sate its hunger on another victim, this time closer to its lair as it feared leaving Malcolm alone too long. Perhaps

Sewer Map



another victim, unknown until now, washes into an intake valve, jamming it — and also allowing the heroes to plot the route of flow back to the creature's hideout.

CAN'T WE TALK ABOUT THIS?

The letiche can be reasoned with to a degree. A fast-talking shamus can attempt a Patter attempt to convince it to let Malcolm go. Intimidation and Taunt attempts are at -4, but a character who plays on the child's helplessness and knows the history of the creature well enough to tie it to Malcolm's plight gets a +2 bonus. With five successes, the creature withdraws into the sewers and eventually flees back into the bayous.


SHOWDOWN IN THE SEWERS

The letiche is holed up in a confluence of pipes under the Irish Channel. It occasionally brings victims back to the chamber to soften in the water, much like its four-legged counterparts do. Some of those bodies have reanimated as bloats, which lurk under the murky water that fills the bottom of the chamber.

The chamber floor slopes downward from the edges to a depth of about two feet near the center. Movement through the deeper water *does* count as difficult terrain. In the center of the chamber, mud and runoff has accumulated to form a small island. Malcolm sits on the island, terrified of the horrors around him.

The bloats attack once the heroes move into the room. They fight to the death once animated, regardless of the actions of the letiche.

The letiche initially stays near Malcolm, but fights ferociously if attacked. Likewise, if the rescuers attempt to reach Malcolm, it attacks as well. Once it sustains three wounds, the creature tries to retreat into the sewer. If the heroes allow it to do so, it returns to the bayous to nurse its wounds while planning its next attempt at revenge.

 **Letiche (1):** Use the Letiche profile in *Deadlands Noir*.

- **Bloats (1 per hero):** Use the Bloat profile in *Deadlands Noir*.
- **Malcolm White:** Use the Citizen profile in *Deadlands Noir*.

AFTERMATH

If the heroes succeed in rescuing Malcolm, Eleanor pays their usual fee, all expenses, and tacks on a \$1,000 bonus. Furthermore, she provides excellent word-of-mouth promotion among her many, very wealthy friends. Should they fail, she pays their fee and expenses, but offers neither bonus nor recommendations.

Should the shamuses tell her what they learned about William's past, she wastes no time in beginning divorce proceedings, as well as legal action to restrict his access to her wealth. William's law firm quickly teeters on bankruptcy, and the man becomes a social pariah, at least in respectable circles. Whether he becomes a vengeful thorn in the investigators' sides or merely a pathetic object lesson depends entirely on what works best for your campaign.



THE RED BAND CONGLOMERATE

During the early exploration of the Known Worlds, JumpCorp survey teams color-coded bands of expansion. For several decades, the “red band” proved the most dangerous — and the most profitable. Eventually, several of these trailblazing charters joined together to form the “Red Band Conglomerate.”

Red Band is so large it defies any simple description, much like JumpCorp itself. Its charters participate in everything from galactic defense to the usual gamut of exploration, shipping, and R&D.

TALES OF THE RED BAND

Savage Tales of the Red Band is an ongoing serial for *The Last Parsec*, the parts of which can be assembled to form a loose Plot Point Campaign. The GM needs access to the *Science Fiction Companion* and *The Last Parsec: Core*.

Players create their heroes as usual, tailoring them to the demands of a long-range space survey team. They serve as licensed members of Quixotic-Red-6, a top-secret exploration charter and subsidiary of the Red Band Conglomerate. Their motto: *We make the impossible probable.*

One quality the heroes should all share is a lack of personal and familial ties. That’s because the travelers are a “sleeper team” headed for a newly discovered system in the Triangulum Galaxy — and they’re jumping blind. The trip can take anywhere from two to 12 years, so it’s better for everyone involved if the explorers have few connections back home.

The crew is issued a state-of-the-art research ship, the *Indomitable*, with advanced systems and armament. The pioneers are also forced to deal with the machinations of their superiors, unexpected tampering with their medical android, and a newly discovered system that seems extremely hostile to visitors.

SURVIVAL GEAR

The *Indomitable* is equipped with two astronavigational buoys which, when deployed, transmit a signal that allows other Red Band ships to join the pioneers. It takes a Knowledge (Electronics) check to launch an astronav buoy successfully.

In addition to the ship’s standard life support systems and supplies, it includes one standard JumpCorp survival pack for each crewmember, plus three extras.

Survival Pack: All-weather jumpsuit, binoculars, commlink, energy sheet, first aid kit (basic supplies for 10 Healing rolls), flashlight (10” beam), language translator, lifejacket, machete (Str+d6), medi-gel, 90× nutri-bars (food for one person for 30 days), rope (10”), rebreather, medium slugthrower pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 3), spare 8-round clip, shaded goggles, small sensor suite, 2× smoke grenades, tool kit, 6 quarts water (supports one person for 3 days), water purification filter, waterproof matches (box of 50). (35 lb., C\$3,500).

R.B.S. INDOMITABLE

The team travels in the *R.B.S. Indomitable*, a research vessel designed to safeguard its small crew across vast distances. It stocks a medical android (“Rez”) and an AI (“Solution”). Quixotic-Red-6 operatives recovered the ship’s most advanced systems from an ancient galactic library (see *The Last Parsec Core*).

Medium Starship: Size 8, Acc/TS 50/650, Climb 2, Toughness 25 (6), Crew 9, Cost C\$23.84M, Remaining Mods 2

Notes: AI, Atmospheric, Crew Space, Deflector Screens, FTL Drive, Planetary Sensor Suite, Shields, Speed, Targeting System

Weapons:

- 2× Medium Lasers
- Auto-Cannon, Light

THE LAST
PARSEC

:PART I:

SAVAGE TALES OF THE RED BAND: DEATH'S FRONTIER

SECRETS AND LIES

A few events take place before the adventure begins, but they have profound effects on the group's fate and fortunes once they reach QR-6-Kalran.

- **Callers Unknown:** The team's superiors do not inform them that their mission is not purely one of exploration. They are actually zeroing in on system QR-6-Kalran in the Triangulum Galaxy because a message was received from it 24 years ago. Someone or something awaits...
- **Secret Agendas:** Even the team's immediate superiors are unaware of the mission's true parameters. Agents of the Collectors (see *The Last Parsec Core*) have infiltrated the Red Band at the highest leadership levels. They're quite aware that QR-6-Kalran harbors the remnants of an ancient precursor species and the Collectors wish to claim their secrets. To that end, they reprogram the team's medical android, Rez, with secret commands. The Collectors also send a second ship full of their insectoid soldiers to secure crucial technology, should the team fail in their mission. Worse, the insectoids aren't above hastening the explorers' demise so they can claim the salvage — and the glory!

THE TRIANGULUM GALAXY

Triangulum is a satellite spiral galaxy of Andromeda, about 3 million light years from Sol. Its distinctive appearance gives it the nickname of a "pinwheel galaxy." The explorers' mission is the first attempt to chart its contents firsthand. Generally speaking, the crew's primary goals once they reach the QR-6-Kalran system are: deploy an astronavigational buoy, catalog the system's planets, and survey any habitable worlds in more detail — collecting biological and geological samples on the surface and conducting an orbital cartographic analysis — before heading for home.

Unfortunately for the team, events begin to turn against them very soon after their arrival.

QR-6-KALRAN

Assume success on the Knowledge (Astrogation) roll to reach QR-6-Kalran, but you can roll 2d6 to determine how many years the trip actually takes. As the crew awakens from their long sleep, learning the exact timespan they've been under can provide for interesting roleplaying opportunities.

Read the following to your group:

You're dimly aware of an alarm sounding, softly. You're not sure how long it's been trying to rouse you, but you're awake now. The curved, clear inner surface of the stasis

tube is completely fogged over, making it impossible to see what's outside.

A soft hiss. The tube scissors open, revealing the R.B.S. Indomitable's stasis bay. Already, your companions have begun to rouse themselves from long torpor. No one's quite sure how long they've been asleep.

The ship's medical android, Rez, approaches with a smile to check your vital signs. One thing's for sure: You're eager to get dressed and into the cockpit. Outside the ship's hull lies a new system in a new galaxy, one never before explored by the Red Band Conglomerate.

DEPLOYING THE BUOY

The ship's AI — a pleasing, androgynous voice the crew calls Solution — is quick to remind the crew of their mission goals once they've dressed and eaten (everyone is famished). As soon as they can manage it, an





astronav buoy must be launched. The buoy transmits a signal that the Red Band can lock onto, and is eventually replaced by an astronav beacon (see *The Last Parsec: Core*).

Successfully deploying the buoy requires a Knowledge (Electronics) roll to locate the optimal point in space. Then the crew must make a standard non-jump trip to that point, which could take a couple of weeks of “in-system” travel. Multiple attempts are allowed, but a critical failure means the astronav system must be rebooted (a Repair roll), a process that takes 2d8 hours. Once the buoy’s sent hurtling into space, it’s a simple matter to activate it. It immediately transmits its code to Quixotic-Red-6 headquarters.

PLANETARY SURVEY

The QR-6-Kalran system (named for Astrol Kalran, the scientist who first discovered the alien beacon emanating from it) consists of six planets orbiting a G-class star, with a vast asteroid belt orbiting at the farthest distance. Only one of the system’s planets is habitable.

Kalran-1: This tiny, scorched world is almost molten due to its close proximity to the sun. It is completely uninhabitable.

Kalran-2: A large world of methane seas, this planet harbors traces of bacterial life but nothing the team would consider sapient.

Kalran-3: About the size of Earth, Kalran-3 has normal gravity, a breathable atmosphere, and its dominant terrain is water: Oceans cover most of its surface. Forests ranging from arctic to tropical are spread over three major continents, and the polar icecaps are bare white. A sensor sweep shows many lifeforms, but there is apparently no intelligent inhabitation. The planet’s forested surface hides ruins left behind by now-extinct inhabitants.

Kalran-4: A massive gas giant, Kalran-4 orbits at a vast distance from its nearest inner neighbor, and features a system of 47 moons.

Kalran-5: A small, frozen world, Kalran-5 orbits near the inner edge of the vast asteroid field that surrounds the system.

BETRAYED!

While the crew flies about the system cataloguing its worlds, Rez the medical android leaves the medbay. Programming implanted by the Collectors’ agents takes effect, forcing Rez to make its way to the nearest AI console. Once there, the android logs a command to the astronav buoy to transmit its current coordinates to the Collectors’ ship. Any crewmember in the cockpit sees the transmission with success on a Notice roll.

Next, Rez removes a component from the FTL engines — an electronic coupler about the size of a fist — without which the drives can’t function. Solution informs the crew of the malfunction, but doesn’t know the cause or where the part has gone. (The AI is acutely aware of its own functions, but cannot “see” what transpires in the ship except in the most general terms.) Assuming the android isn’t stopped, it places the FTL coupler among the gear it intends to bring when the team explores Kalran-3.

✦ **Rez:** See page 12.

DEFENSIVE MEASURES

Before the heroes can figure out why Rez is malfunctioning, proximity alarms in the cockpit begin to sound. A number of small objects, each approximately two meters across, are approaching the vessel. As they grow near, the comm system picks up a signal from them. It's nothing the crew can understand, and Solution can't translate it into any known language, but the AI can at least confirm that they are transmitting the same message repeatedly at 10-second intervals.

On a viewscreen, the objects look like silvery blobs with long, luminous tendrils — space jellyfish. There are a dozen of them.

These creatures are energy drainers, a defense mechanism placed by Kalran-3's long-dead masters to protect their world from interstellar invaders. Unless they're stopped, the drainers attach themselves to the *Indomitable's* hull and begin sucking its fuel.

- **Energy Drainers (12):** See the *Science Fiction Companion*.

DIRTSIDE EXPLORATION

After the energy drainers are dispatched or distracted, the heroes may attempt to divine what's wrong with Rez. Success on a Knowledge (Robotics) or (Electronics) roll at -4 reveals that the android's programming has been altered. It is impossible to tell exactly *how* it was changed (the Collectors' agents did their work well), but Rez seems to be functioning all right now. The android insists its actions were a temporary glitch, and warns against shutting it down when its medicinal skills may be needed later. Of course, this is simply a ploy on Rez's part to remain active.

THE NATIVES ARE VORACIOUS

Success on a Notice roll using the ship's sensors detects the ruins of structures that could only be of intelligent design. The crew must fly the *Indomitable* into Kalran-3's atmosphere and land.

Dirtside, before the crew members can make visual contact, they hear a distant rustling and crashing in the forest. The sounds grow ever closer. Abruptly, a herd of huge, bright purple insects bursts from the underbrush. They move with preternatural quickness, leaping among the trees in a hunt for anything alive. Now they've found the survey team!

- **Insects, Giant (2d20):** See the *Science Fiction Companion*.

SUDDENLY...

During the battle, if it's still active Rez slips away into the forest and vanishes. If someone notices the android

attempting to depart and tries to stop it, Rez attacks with fists but inflicts only Nonlethal Damage (see *Savage Worlds*).

As if that wasn't enough, if more than a few days have elapsed since the crew deployed the astronav buoy, an urgent message arrives from Solution: Another ship has just entered the QR-6-Kalran system, and it's of a configuration not found in the AI's databanks.

TO BE CONTINUED!

Tune in for future installments of *Savage Tales of the Red Band*, where we'll explore the Collectors' cryptic goals, the ever-widening mysteries of Kalran-3, and the inscrutable machinations of Quixotic-Red-6.

★ REZ (MEDICAL ANDROID)

Rez is a standard model except for the modifications implanted by the Collectors' agents, which include combat and electronics software suites. Rez also has added chassis reinforcement and improved muscular servos. The addition of combat modules doesn't change Rez's primary goal of preserving life, so the android attempts to disable foes rather than killing them.

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Healing d12, Knowledge (Electronics) d10, Knowledge (Medicine) d10, Knowledge (Xenobiology) d10, Notice d6, Repair d10, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Gear: Medi-scanner, medi-gel, personal data device.

Special Abilities:

- **Android:** Medical androids can be found in hospitals throughout the galaxy.
- **Armored Chassis (+2):** Subdermal armor plating.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Edge (Scholar):** This android is designed for providing medical attention for both humans and alien species. This provides +2 to Knowledge of Medicine and Xenobiology.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.
- **Fists:** Str+d4, AP 2.
- **Trait Bonus (Healing):** Medical androids are equipped with detailed files on human and alien anatomy and are even able to perform minor surgery when necessary. This provides +2 to Healing rolls.

Twilight of the New Dawn

Twilight of the New Dawn is an adventure for *Weird War One* set in the final year of the Great War. It details the event that leads to the end of the global conflict, one way or another, and should serve as the culmination of the other plot point campaigns. The characters are part of an international team charged with stopping the New Dawn and saving the world. They can be soldiers or civilians from any of the warring powers, from either side of No Man's Land. Successfully completing this mission will bring about the end of the centuries-long machinations of the cabal and smash the organization once and for all. Of course, if your players are not successful, the war will end in a catastrophe of Biblical proportions and usher in an age of darkness and despair.

The Time is Right

The time is late May of 1918. The world has seen war on an unprecedented scale for almost four years. With the collapse of Tsarist Russia, a tide of Imperial German divisions flowed westward in late 1917, filling the trenches across No Man's Land from the exhausted Belgian, British, and French armies, as well as the newly arrived, inexperienced American divisions.

Beginning in March 1917, the Germans launched a series of attacks code-named *Kaiserschlacht* (Kaiser's battle). Officially, these battles were designed to break the Allies and end the war before the weight of America's manpower could be brought to bear. The real reason rested in the hands of the New Dawn. With the surge of death and bloodshed brought about by these titanic battles, the time is right for the ceremony dubbed "The Great Awakening."

The adventure starts on May 29th, 1918. The heroes can be from any of the Allied powers and should be Veteran Rank or above. All have experienced the weirdness of the war and are members of the Twilight Legion.

Wherever they were stationed, each hero receives sealed orders sending them to a chateau in the French countryside well away from the horrors of the front. Unless they are all in the same unit, the troops travel separately to the estate, but arrive within a few hours of each other. The mansion's civilian staff greets each hero and shows them to a fairly opulent guest room where they can clean off the grime of the battlefield. At 4 o'clock the soldiers are summoned to a drawing room for cigars and brandy. This is a good time for the characters to introduce themselves before the evening's festivities begin. Those who make a Notice roll (-4) notice the symbol of the half-set sun worked into the decorative carvings around the fireplace.

Wheels within Wheels

Read the following to your players once they have introduced themselves and are settled in.

The chateau's drawing room, with its antique furniture, paintings of old nobles, and ample supplies of port, sherry, and cigars, seems like another world from the trenches you occupied just a few hours ago. No one else has any clue as to the reason for your summoning, but after 15 minutes or so of small talk, the double doors at the end of the chamber open to admit several distinguished gentlemen of obvious military bearing, despite their civilian clothes.

"Good evening lads. Glad to see you all made it here safely. For those of you who I haven't met yet, my name is Arthur Conan Doyle, here representing MI-13. This gentleman is Monsieur Colonel Lebouc of the Bureau des Phénomènes Mystérieux Non Expliqués, while these two men represent the United States' efforts in fighting the strange happenings of the last few years."

At this point, one of the men comes forward and shakes hands, while his partner, a taciturn fellow in a black suit, stays back in the shadows.

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Sir Arthur Conan Doyle

"Guys, pleased to meetcha. Name's Henry Walton, from Marshall College in Connecticut. That's back in the States for you Europeans. I'm an archaeologist who works for a group called the Inquiry. That stick in the mud back there is Agent Thompson, of the Alien Enemy Bureau."

"Yes, quite," interrupts Conan Doyle. "Lastly, may I introduce Herr Colonel Doctor Johann Reinmann, of the Kaiser's Abteilung zur Weiterentwicklung Spezieller Waffen und Truppen. I know that's a mouthful, but basically they hunt down the unknown in the Kaiser's territory. I'll let him take it from here."

An immaculately dressed man steps forward, his back ramrod straight, and gives a slight bow to the troops.

"Gut abend, mein herren. We have detected unusual messages between government officials of various nations affiliated with both the Allied and Central Powers. When your MI-13 and BPMNE noted similar activity on this side of the lines, it appeared that something major was happening in the near future at a location in the Ardennes. My organization has noted unusual deliveries being diverted to this spot, called the Giant's Tomb in English, and when my BPMNE colleagues detained and interrogated a French governmental official making plans to travel

there through neutral Switzerland the final pieces of the puzzle were obtained."

"The mission is clear," says Conan Doyle, stepping forward. "This group, the New Dawn, seems to be behind much of this war, and they are planning something on a global scale within a few days, specifically June 8th. You all have been handpicked for your mental and physical abilities as well as your knowledge of the, ahem, unusual happenings during war. Under the codename Group Ulysses you will travel to this spot in the Ardennes and throw a spanner in their plans. While it might not end the war outright, if we can capture or otherwise incapacitate the leadership of this organization we might at the very least remove their malignant influence from the halls of power across Europe and the rest of the world."

With that, the troops are ushered into a lavish dinner, during which the various intelligence agency heads can fill in the volunteers on any questions they might have regarding the upcoming mission. The War Master can disclose as much or as little of the secret goings-on of the Weird Wars, but see the *Weird War 1 War Master's Handbook* for a brief synopsis of the current events regarding the upcoming Great Awakening.

Up, Up, and Away!

The next day the teams are taken to the stables behind the chateau where they are allowed to outfit themselves with the latest and greatest equipment available to any of the warring nations. Those wishing to bury themselves under a mountain of gear are warned that the objective is deep in the Ardennes, and some consideration must be given to cross-country travel.

Once the group is kitted out, Arthur Conan Doyle arrives to brief them.

"I know some of you are wondering how in the world you'll get to the deepest depths of the Ardennes, well behind German lines. Thanks to our friend Colonel Reinmann transportation will be provided tonight by the Imperial German Air Service. A zeppelin will rendezvous in a nearby field and whisk you away on your mission. Good luck and good hunting."

Around dusk the troops and their equipment are taken several miles away by truck and dropped off in a field covered in knee high wheat and surrounded by thick forest on three sides. As the sun goes down, a light mist springs up and covers the area, adding an unseasonal chill to the June air.

Dead Zeppelin

In the light of a waning half-moon obscured by the fog (giving an Illumination level of Dark), the heroes can

make out the drone of the promised zeppelin's engines approaching their position around 11:00 pm.

As the zeppelin approaches the ground, the legionnaires see that the tether lines have been dropped. Anyone making a Notice (-4) roll sees rips in the skin of the hull and the windows of the gondola are shattered. Unless someone sees this and sounds the alarm, the undead crew that drops down the lines attacks with surprise.

✱ **Graf Schmidt:** use Graf Schmidt from *Weird War One War Master's Handbook*. While the normal 18 crew man the zeppelin, 12 undead guards drop to the ground to attack, covered by their fellow walking dead manning the machine-guns in the gondola.

Once the heroes have driven off the Graf Zeppelin or fled into the surrounding woods, they can either return to the chateau or wait. Unfortunately, no airship shows up at the field during the night, and at dawn the soldiers can flag down a passing military truck to return to the chateau. If medical attention is required, there is a doctor at the chateau who can attend to their needs (Healing d10).

Behind the Curtain of Fire

After the aborted attempt to fly across enemy lines, Conan Doyle briefs the heroes again, with a shame-faced Colonel Reinmann by his side.

"Well, that could have gone better."

"Colonel Reinmann hasn't been able to get in touch with his people across the lines, so we'll have to do this the hard way. The Yanks have concluded an attack at a place called Cantigny, and we've impressed on General Pershing the need to straighten the lines a bit. Tomorrow you'll cross German lines in the confusion of a general attack. Our German friend here assures me the units in this sector are in disarray so their defense won't be up to snuff. Once across, you'll change into civilian clothes and travel to Sedan to link up with your German counterparts at a crossroads west of town. Unfortunately, if you're caught in civilian clothes you will most likely be tried as spies, so don't get caught, whot?"

"Here is a picture of your contact," says Colonel Reinmann, handing the team lead a small photograph. "My son, Hauptmann Otto Reinmann, leads a contingent of the AbtWESpezWA/Tr tasked with helping you in stopping whatever the New Dawn has planned. Just be aware that you won't be able to openly carry weapons dressed as civilians behind the lines. My son, however, will have plenty of equipment for you at the rendezvous point."

Occupied Territory

The War Master and players should keep in mind that this is World War One, not the Nazi-occupied France of twenty years later. There is no organized French resistance, nor a Gestapo out hunting the Maquis through the countryside. By 1918 the Germans expected the locals to support their war effort, especially in the production of crops as well as maintenance of critical infrastructure, such as road and rail upkeep and the building of fortifications. While the Germans asked Frenchmen living in the occupied areas for voluntary compliance, when that didn't work they conscripted civilians into such labor.

The local populations in the occupied areas did perform acts of active and passive resistance, although not on the scale of the 1940s. Acts of major sabotage were rare, and usually carried out by Allied agents rather than locals in France. Active resistance usually resulted as a reaction to something done by the Germans and was typically unplanned. Captured saboteurs were subject to the death penalty, although at this stage of the war this was often commuted to life in prison. Most resistance consisted of intelligence gathering and underground newspapers or mail service.

In an attempt to reduce the threat of partisans, the Germans imposed curfews, issued ID cards, and restricted movement. Weapons were confiscated, as well as carrier pigeons and telephones.

The heroes may think that posing as German troops would be a more effective means of moving about the rear areas. Unfortunately, this method will bring even more scrutiny than posing as civilians. Provost marshals rove the rear areas, searching for deserters, and German troops not moving in a large, organized body will be stopped frequently and asked for orders authorizing their travel. These "catch squads" consist of 10 German troops armed with clubs and standard armaments (use German Infantryman from *Weird War One Player's Handbook*).

"He will mention Ulysses when he speaks to you. You should respond to his challenge with 'The stars were not right when Ulysses set forth on his journey.'"

The heroes are issued civilian clothes and identification cards appropriate for French farmers or workmen, given a map to the rendezvous point, a password, and instructed to change clothes once behind German lines. They are then trucked to the American sector at Cantigny, where troops busily work on strengthening newly-captured trenches. The squad has the evening to prepare themselves for the upcoming

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assault. Lieutenant Colonel Theodore Roosevelt, Jr. is assigned as their liaison, and flashes a Half-set Sun medallion when he's alone with the team. He explains the upcoming assault, using a map of the battlefield drawn from an aerial reconnaissance photo.

"I've been told damn little about your mission, just to get you across the German lines. Whatever it is you're doing, it must be bully for so much to be expended for your success. The previous group went over the top with us last week at the beginning of the battle but caught a Boche shell. Wiped out the whole group in one big splash. It wasn't a total loss, though. For a diversionary attack, we reduced a salient in the lines and captured all our objectives.

My battalion will kick off an attack at 0600 tomorrow morning. We have a specially prepared armored vehicle to take you to the German trenches, while my men clear the way. Once at the Boche lines, aerial recon shows a wooded ravine that leads back a couple of miles and away from the German lines. It's pretty thick stuff, so you should be able to make your way without running into any of the Kaiser's finest. If you need anything between now and the attack, just let me know."

Just before dawn Group Ulysses is loaded into a Schneider tank. The vehicle has been modified to carry personnel, with the machine guns and main gun removed, as well as all the ammunition. Despite these changes, and even with only the driver manning the vehicle, it is a cramped, claustrophobic ride, and any large pieces of gear (bigger than a rifle or web gear) must be secured to the outside of the tank.

Zero Hour

Shortly after the heroes board the tank, a massive artillery barrage lights the pre-dawn sky. Within 30 minutes the tank rumbles forward, staying alongside the American doughboys to either side as they move behind the rolling barrage.

The driver/commander of the tank (Driving d8 unless one of the player characters takes over) must make a series of Driving rolls to negotiate the treacherous terrain of No Man's Land. Four checks are required to get the team to their drop-off point. A failure means the tank has become mired down (a frequent occurrence for the poorly designed Schneider), causing the heroes to move the remaining distance on foot and exposing them to a number of sprints (see Heavy Fire in the *Weird War 1 Player's Guide* for details) equal to the remaining Driving checks to get to the drop off point, but using a d8 due to the rolling barrage and the weak German resistance.

Once at the drop off point just short of the German trenches, the characters move under Heavy Fire to the heavily wooded ravine behind the lines, through which

they can infiltrate into the rear area. Two sprints are required to cross this area, using a d6 due to the volume of crossfire from both the American and German troops.

As the team enters the mouth of the ravine and move below ground level, a strange silence envelopes them. The rocky ground slopes 40 feet down to a forest floor choked with brambles, fallen trees, and a thick carpet of rotting leaves and detritus. A faint game trail winds along the bottom.

When the soldiers get a hundred yards into the ravine, a Notice roll reveals a dirty child in French civilian clothes roughly eight years old hiding in some bushes along the side of the path. She can be coaxed out by gentle sorts, and says her name is Antoinette. She loves the solitude and quiet of the gorge but hates the Germans and offers to lead the team to the end of the ravine and on to her village.

If the troops take the girl up on her offer she merrily skips down the trail humming a nursery rhyme, but veers off in a mile or so, pointing out a fresh, clear spring. The warriors can take the chance to fill canteens or slake their thirst, but if they do, the rest of Antoinette's pack of waifs springs from the surrounding undergrowth and attacks.

The heroes are free to refuse Antoinette's offer. If they do, she shrugs and vanishes into the underbrush. About halfway down the gorge, as the squad negotiates its way across a fallen tree that blocks the trail, the waif pack surges out from the surrounding vegetation and attacks the heroes.

- **Waifs (3 per hero):** Use Waifs from the *Weird War One War Master's Handbook*.

On the Road Again

Once Group Ulysses leaves the gorge, they must travel approximately 130 miles to their meeting place outside Sedan. When they cross the lines it is June 2nd, and they have until June 8th to get there. The Germans restrict the use of trains to troop movement and only for Frenchmen with special passes, so train travel is out of the question. The trains are guarded against saboteurs, so travelers wanting to hop a ride must contend with German soldiers who suspect anyone sneaking onboard as a hostile agent.

Sedan can be reached by force marching cross-country or catching rides on farmer's carts. Troops can force march up to 20 miles per day, and can push themselves an additional two hours for 2 ½ miles per hour at the risk of Fatigue (see Movement in *Weird War One Player's Handbook* for details on travel). Farmer's wagons or other horse-drawn conveyances can provide the same distance without the risk of Fatigue if such rides can be found (Streetwise, Persuasion, or similar skills used in various towns along the way).

The War Master can insert encounters or short adventures of his own during the six days it takes to get from the Cantigny to their rendezvous with Hauptmann Reinmann, or the travel can be uneventful. Whatever happens, Group Ulysses should arrive at their rendezvous with the AbtWESpezWA/Tr contacts late on June 7th or early on June 8th.

The Inevitable Betrayal

When Group Ulysses arrives at their rendezvous point, they see the crossroads is occupied by a provost marshal team searching for deserters. A Notice roll spots Hauptmann Reinmann among the five German troops at the checkpoint. The country roads along this wooded area are otherwise deserted.

When the heroes approach, the Hauptmann walks forward and waves them down.

"You look familiar. Did we meet before the war? Running into travelers here makes me feel like Ulysses on his fantastic journeys," he says in French with a smile.

Having been given the proper password, the heroes can respond with the proper countersign,

"The stars were not right when Ulysses set forth on his journey."

"So glad you've made it," says Hauptmann Reinmann. "We have uniforms and equipment for you in the woodline. From here we'll head to the site, which is about 30 kilometers away in the Ardennes."

True to his word, among the trees alongside the road are a pile of German Army uniforms and field gear. Sacks of grenades, Gewehr 98 rifles, MP18s and even a Madsen machine gun are also stacked here. If anyone checks, the weapons are loaded.

When the soldiers change clothes, the mirrorgeists posing as Hauptmann Reinmann and his troops suddenly attack the team with their pants (literally) down.

- **Mirrorgeists (5):** Use Mirrorgeists from *Weird War One War Master's Handbook*. They are armed with Gewehr 98 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).

The Truth is Out There

If the troops search the area after defeating the mirrorgeists, a Tracking roll or Notice roll at -4 finds tracks heading into the woods on the opposite side of the road. One hundred yards beyond the treeline the team finds the bodies of four dead German soldiers, as well as Hauptmann Reinmann, bound and unconscious. He has one Wound.

Space/Time Fluxes

As the New Dawn works to open a gate to elsewhere, the very fabric of reality is being twisted and shaken like a wet dishrag. This warping energy pulses out from the nexus every 30 minutes at the height of the ceremony on June 8th, out to a distance of six miles.

Each hero in the area must make a Spirit roll. Those who fail must make a Vigor roll. Failure on the Vigor roll causes a level of Fatigue. Anyone Incapacitated devolves into primordial mass of flesh, which blindly strikes out at any living creatures nearby.

Those with Sanity of 0 actually fare better than others in dealing with this pulse of weird energy, adding +2 to their Spirit rolls to resist the reality-altering effects.

If revived, Reinmann tells the heroes his troops were ambushed by another German squad as they waited on Ulysses. He was forced to watch as his men were killed, and a man whose face changed to match his as he watched interrogated him regarding the Twilight Legion's presence here.

Reinmann urges the heroes to move quickly, as there is little time before the New Dawn completes whatever diabolical scheme they have in mind. The Giant's Tomb is roughly 30 kilometers (15 miles) away. They must move cross country, as troops loyal to the cultists have taken over Bouillon, the town nearest the site.

✠ **Hauptman Reinmann:** See page 20.

Event Horizon

Hauptmann Reinmann is familiar with the area, and can lead the troops along a rough, disused path through the woods that avoids the roads and hamlets in the area. He sets a blistering pace, and each member of the team must make a Vigor roll each hour of the five hour journey to avoid a level of Fatigue.

Getting There is Half the Fun

When the troops get within two hours' march of Le Tombeau du Géant, they begin to experience waves of destabilizing space/time flux energy pulsing out into the countryside from the site of the ceremony every 30 minutes. Each member of the team must roll to resist the bending of reality (see the Space / Time Fluxes sidebar).

This destabilizing energy affects every living thing within miles of the site. The War Master should draw a card from the Action Deck every 30 minutes of travel through the woods. On a Club, a primordial

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mass that was once a deer oozes out of the woods and attacks the team.

- **Primordial Mass (1):** See page 20.

A Star is Born

Struggling through fluxes in reality, as dusk falls, the members of Group Ulysses finally reach a ridge overlooking a sharp loop in the Semois River. On the other side of the river is a strangely shaped wooded hill. A glow emanates through the very fabric of the mound. It pulses slowly, each pulse getting slightly brighter than the last.

A successful Notice roll spots a pontoon bridge on the west side of the river's loop. The team can either try to cross the bridge or swim the river.

The river is cold and slow moving this time of year. Troops attempting to swim with their gear must make a successful Swimming roll to cross the 50 meter wide river. A Smarts roll allows the successful construction of a poncho raft to ferry their gear across safely.

Soldiers approaching the bridge discover an encampment on their side of the river, hidden from aerial observation under the trees. Ten German army wagons are parked neatly, and a picket area for horses is nearby, though it now resembles an abattoir. Smashed and torn horses lie scattered about (the results of the space/time flux).

The pontoon bridge is unguarded despite the fact that there are two machine gun nests on the far side, each with a MG08. If the troops take the time to search the positions, they find blood and bits of flesh scattered about — just before they are attacked by the crews, fused together by the otherworldly energies into two masses of corrupted flesh.

- **Gloms (2):** Use Gloms from *Weird War One War Master's Handbook* without the Undead Special Ability. Each is made out of four combined soldiers, giving them Strength d12 and Size +3. The creatures are armed with the P08 pistols the gun crews carried (Range: 12/24/48, Damage 2d6-1, RoF 1, Semi-Auto).

A Path of Slaughter

A fairly clear trail leads around the hill and disappears into a cave in the side of the hill. A sickly crimson glow shines forth from the opening, and the heavy, coppery stink of blood fills the air. Guarding this entrance is a pair of slaughter machines. These black-painted constructs stand silently in the shadows of the trees on either side, giving them a Stealth d8 against the team's Notice rolls to avoid their ambush.

Just before they enter the cave, soldiers who make a Notice roll see a strange sight in the sky — a bright

point of light, brighter than any star they have ever seen, seemingly directly over Le Tombeau du Géant!

- **Slaughter Machines (2):** Use Slaughter Machines from *Weird War One War Master's Handbook*. They are armed with 7.92mm machine guns (Range: 24/48/96, Damage 2d8, RoF 3, AP 1) and flamethrowers (Range Cone Template, Damage 2d8).

Temple of Doom

The hole in the side of the Giant's Tomb opens into a tunnel of roughly dressed stone heading deep into the earth. Strange symbols carved into the stone glow with a weird, reddish light, and anyone who takes the time to study them must make a Spirit roll or lose 1 Sanity (2 on a critical failure).

When the heroes reach the halfway point, another space/time flux sweeps through the complex, forcing them to make a test to resist the warping energy.

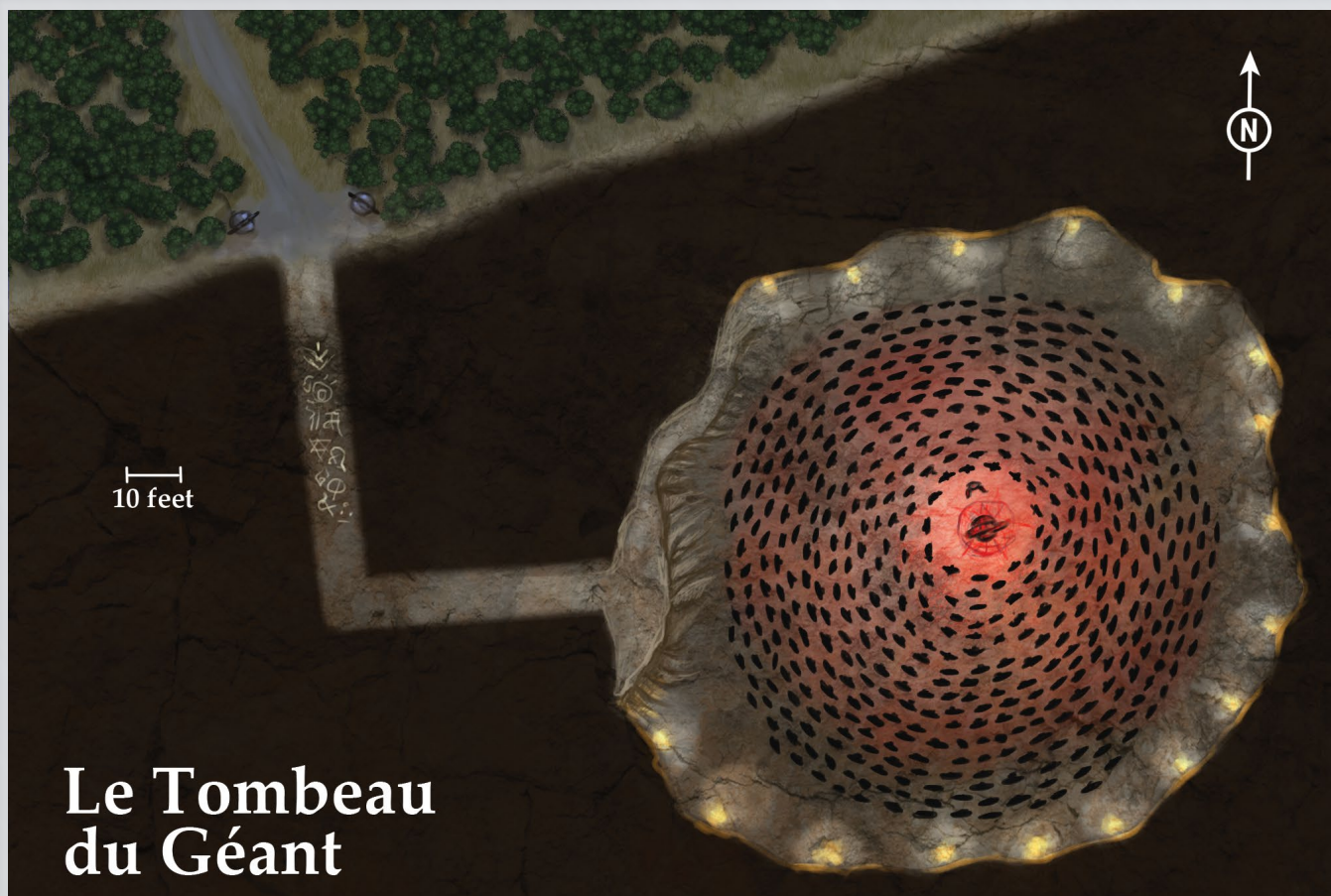
Eventually the hallway opens up onto a balcony overlooking a large cavern ringed by flickering torches. The true dimensions of the space are impossible for the heroes to discern due to the dim lighting and a feeling of otherworldly wrongness that distorts the senses. The very air itself is thick and soupy and is scented with the blood of millions killed on the battlefields of the Great War.

Filling the cavern are hundreds of robed figures arrayed around a strange object which pulses with a reddish light, like the final, frantic beats of a dying soldier's heart. Anyone who looks up must make a Fear test -2 when he sees the top of the cavern seems to be open to the night sky where a swirling opening leads to elsewhere. Mind-blasting shapes and shadows gather on the edges, and it seems as if the very fabric of reality bulges outwards.

As Group Ulysses takes in the sight of the gathered cultists, a voice booms over the chanting that fills the cave. The figure pushes back his cowl, revealing a bearded face with eyes that seem to pierce the soul even on the ledge where Group Ulysses stands. Those making a Smarts roll at -4 recognize the face of Rasputin.

"My friends, our great endeavor ends this night! The Awakening is here! Your efforts across this benighted globe will result in a better tomorrow for those of us who truly deserve to rule it. The time is now. Let the final sacrifice begin."

With that, the robed figure near the object at the center of the cavern strikes it with a hammer, and a rumble like thunder echoes across the chamber. Before the echoes die away, the robed cultists fall upon each other, stabbing and cutting one another in a frenzy of death. Blood begins to fall from the ceiling in



Le Tombeau du Géant

sheets. Thunder rivaling the worst artillery barrage the team has ever been subjected to booms across the cave, drowning out the screams and cries of the New Dawn members.

"Quickly, comrades," Hauptmann Reinmann shouts. "We must destroy that object before it is too late."

Rain of Blood

Reaching the artifact is a Dramatic Task. It takes the heroes five actions to make it to the center of the cavern, where they must face off with Rasputin and destroy the object anchoring the gate to elsewhere.

Each soldier must make an Agility roll at -2 due to the rain of blood, thunder, and the jostling cultists. Troops who draw a Club are struck in the melee for d6+d4 damage. Heroes who accumulate five successes burst through the struggling mass of cultists, entering a strangely calm area containing Rasputin and the glowing red object, which seems to change shape and size with each flicker of the light. As they fight their way through the crowd, the troops might recognize Members of Parliament, Congressmen, Assemblymen, or Senators from their home country clubbing and stabbing their fellow men.

Once the first team member makes it into the circle, the gate opens in four rounds. The artifact has a

Toughness of 10, and is susceptible to blunt and cutting damage. Anyone attempting to pick up and smash the object must make a Strength roll at -4 as well as taking 2d6 electrical damage, but the device is destroyed if hurled to the ground.

✘ **Rasputin:** Use Rasputin from *Weird War One War Master's Handbook*. He is armed with a dagger (Str+d4).

This is the End

If Team Ulysses fails to destroy the artifact in the allotted time, the gate above them yawns open, releasing a flood of energy that transforms the world into a planet of endless bloodshed ruled over by Rasputin and his fellows, who wield powers beyond the knowledge of mere mortals. Of course, Team Ulysses doesn't live to see this sad new world.

If the artifact is destroyed, a shockwave of incredible power blasts out from the device. The heroes wake to darkness. Dim embers of light show where the torches still sit in their sconces along the wall. The troops can make their way across the sea of bodies, all that is left of the membership of the New Dawn, and eventually emerge into the sunlight of a new day. If the team takes the time to search through the corpses, they do not find Rasputin no matter what fate befell him previously.

For now though, the cult is defeated, its machinations ended, and the War to End All Wars grinds to an end within a few months. Unfortunately, the heroes' sacrifices and efforts will never be known outside the annals of the Twilight Legion. Perhaps in just a few short decades they will find themselves in a war even weirder than the one they are currently in...

Creatures and Characters

Primordial Mass

The space/time flux generated by the gate under Le Tombeau du Géant causes a variety of otherworldly effects. The most horrific is a tendency of lifeforms caught in its area of effect to spontaneously devolve into a mass of flesh, with multiple eyes, flailing tentacles, and bits of chitinous exoskeleton across its bulk. Whatever they were before their transformation, these creatures are now raging, mindless masses that seek to kill and devour anything they sense.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d8, Notice d8, Shooting d4

Pace: 6; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

- **Acid:** Primordial masses produce a powerful digestive acid which they store in a gastric vacuole. In combat they can move these vacuoles to the

surface and expel the acid as an attack. The mass uses Shooting (5/10/20) and if it hits it does 2d8 damage the first round, then 2d6 the second round in contact with its victim. The acid neutralizes on the third round of exposure to air and does not do any continuing damage.

- **Armor +2:** Pieces of chitinous exoskeleton and toughened hide.
- **Flailing tentacles:** These creatures' whip-like tentacles are covered in boney barbs and do Str+d8 damage with Reach 3. The primordial mass can attack up to three opponents simultaneously with no penalty. On a raise, the victim is Grappled. Once Grappled, the mass automatically does Str+d4 damage by crushing its prey. Grappled victims may only attempt a Strength roll each round to escape.
- **Fear (-2):** Primordial masses cause Fear checks at -2.
- **Fearless:** Primordial masses are immune to Fear and Intimidation.
- **Size +2:** A primordial mass is the size of a bull.

✠ Hauptmann Otto Reinmann

Hauptmann Otto Reinmann comes from a long line of military men dating back to service as an auxiliary in the last days of the Roman Empire. Knowledge of the Twilight Legion has been passed from generation to generation. Serving in the Imperial German Army since the start of the war, Otto earned his membership in the Legion following encounters with unexplainable creatures on the Eastern Front. His success in dealing with these creatures led to a transfer to the *Abteilung zur Weiterentwicklung Spezieller Waffen und Truppen*. His current mission is to meet an international team and lead them to Le Tombeau du Géant, where the New Dawn is using some sort of artifact to open a gate to somewhere else. His briefing didn't specify what exactly would happen next, but hinted that it would be cataclysmic.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Investigation d10, Knowledge (Battle) d8, Knowledge (Occult) d8, Notice d8, Shooting d6, Taunt d8,

Cha: 0; **Pace:** 5; **Parry:** 5; **Tough:** 7; **Sanity:** 6

Hindrances: Code of Honor, Loyal, Vow (Support the Twilight Legion)

Edges: Arcane Exposure, Brave, Combat Reflexes, Rank (Officer)

Gear: MP18 (Range 12/24/48, Damage 2d6, RoF 3, Auto), 4× hand grenades (Range 5/10/20, Damage 3d6, MBT), and a Luger P08 (Range 12/24/48, Damage 2d6-1, RoF 1, Semi-auto), Medallion of the Half Set Sun (+2 to Fear tests versus supernatural creatures (but not scenes of gore or carnage) and +2 Toughness against attacks by supernatural creatures or arcane powers (this stacks with other Edges granting a similar bonus).



Shootout at the Circle-R Corral

The Iron Men plague Kempe County's financial establishments. This gang of bank robbers relies on an array of gizmos and weird science creations to give them a decided edge over any small-town law dogs that might oppose them. Time to call in a posse, amigo.

This adventure is recommended for characters of Seasoned Rank or higher.

Although this adventure is set in "Kempe County," moving it elsewhere is as simple as changing the place names, Marshal.

Ropin' in the Posse

The Iron Men have been so successful of late, there's a growing bounty on the heads of the gang's unknown leader and any of its members. Bounty hunters or concerned citizens might need no further incentive beyond that to poke their noses into the gang's territory.

Several outside groups — which might otherwise turn a blind eye to simple robbery — know the gang is rumored to employ some of Wasatch's automatons as metal muscle in their raids. Given the fact that no one outside of Wasatch's highest ranks knows how the not-so-good Dr. Hellstromme's signature inventions work, Smith & Robards, the Agency, the Texas Rangers, and even the other Rail Barons are all keenly interested in the truth to these rumors. Even Wasatch itself is keen to learn how the Iron Men managed to hijack an automaton — and at the

same time prevent any working models from falling into its competitors' hands.

If altruism or the promise of not-so-easy money doesn't draw the posse to Kempe County, one or more of these groups may sweeten the pot in the hopes of laying hold of a working automaton!

The Iron Men

The gang is actually the fund-raising mechanism of one Professor Liam Riegel, a skilled inventor with just a mild case of delusions of grandeur. He's currently putting the finishing touches on the latest weapon to end all wars, his massive "steam walker." However, getting a foothold in the merchant of death business carries a substantial overhead, and Riegel is too paranoid to court investors and risk one of them running off to another inventor with his brainchild.

Fortunately, the professor isn't burdened with a sense of morality, and he's decided there's little point in trying to convince folks to give him money

DEADLANDS: SHOOTOUT AT THE CIRCLE-R CORRAL

when he can outfit a gang to take it at gunpoint. Ne'er-do-wells are a dime a dozen in the Weird West, so in no time, he raised a fairly formidable gang.

Trademark Infringement

Probably a big part of Riegel's worry about others stealing his idea stems from his willingness to steal those of other inventors. Producing bulletproof vests, dynamite launchers, and the like was child's play to the professor. These gizmos gave his desperados a decided edge against any bank guard, marshal, or posse that tried to stop them, but Riegel is a firm believer there's no kill like overkill.

Although the gang does indeed employ metal men in its raids, the professor wasn't actually able to crack the secret workings of Hellstromme's automatons. He did manage a reasonable facsimile of the war machines' appearance and armament, though. His "automatons" are actually controlled by a difference engine running a relatively fixed program, similar to a player piano. However, since most people don't spend a lot of time analyzing the intricacies of the social behavior of Gatling-equipped iron juggernauts, his secret is currently safe.

BANK ROBBERS!

Pinpointing the gang's next likely target isn't exactly rocket-pack science. While Professor Riegel is a mad genius when it comes to cranking out weird inventions, he's no criminal mastermind. He's left the planning of the bank jobs to his hirelings, and laziness has led them to go after the targets closest to their hideout.

Anyone looking at a map of the area—or just making a Common Knowledge roll if they've even passing familiarity with the region—realizes the bank robbers have yet to leave Kempe County. And there's only one town they haven't struck yet—Badwater Junction.

In Progress

The Iron Men aren't long in either the smarts or patience departments, so shortly after the heroes arrive in Badwater Junction members of the gang roll into town looking to make a withdrawal. Most of the outlaws arrive individually or in pairs on horseback. One of them wields a gizmo created by Liam Riegel called an "electromagnetic focusing device." They begin taking up positions on the street around the bank as a steam wagon putters into town.

A pair of men are on the steam wagon, and a large crate or pile of cargo sits on the back, covered by a tarp. The wagon stops near the front of the bank. The men walk around to the rear of the bank and lower a wooden ramp. Stripping off the tarp, they reveal what is, to all appearances to any who've had the misfortune to encounter one, an automaton!

This is the signal for the other robbers to start moving toward the bank. Unless stopped, two bandits enter the bank to clean it out, while the rest guard their retreat. The automaton trundles down the ramp, but doesn't fire until someone shoots at it. The Iron Men, on the other hand, open fire at anyone and everyone standing in their way.

Once the fight starts, the bandit packing the electromagnetic focusing device tries to line up as many opponents as possible. The others let the automaton draw fire and pay particular attention to any snipers or sodbusters packing Heavy Weapons. The automaton follows its programming, targeting random quadrants each round.

Once more than half their number fall—not counting the automaton—the rest of the gang tries to flee. They do not surrender.

- **Magnet Bandit (1):** Use the Iron Man Bandit profile, page 25. Armed with an Electromagnetic Focusing Device (page 25), Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).
- **Bandit (2, plus 1 per hero):** Use Iron Man Bandit profile, page 25. Half are armed with Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1) and the rest with Winchester '73 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).
- **Knock-Off Automaton:** See page 25.

On the Trail

Whether or not the heroes take down all the bank robbers, it's obvious from their advanced weaponry the Iron Men have some fairly advanced tools at their command. And since none of the outlaws seemed to be particularly cerebral types, the gang boss must still be out there. Fortunately, there are a number of ways the heroes can track the gang's back to the hideout.

The posse can interrogate any surviving bandits using Intimidation or Persuasion. The captives resist with Spirit rolls, but with success the characters learn the gang is based within half a day's ride. With a raise, the lily-livered cowards admit they're hiding out at the Circle-R Ranch.

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Anyone examining the horses can see the Circle-R brand. If the cowpokes don't think to look for a brand, call for a Notice roll as they're corralling the horses. Anyone local to the area – whether one of the posse or just a local resident – can make a Common Knowledge roll to recognize the brand and the location of the ranch.

If any of the Iron Men escaped the shootout, a saddletramp can also try to follow their trail. This is a Tracking roll at +1 due to the conditions, or +3 if the bandits make their retreat on the steam wagon. Following the trail all the way to the Circle-R requires three successful Tracking rolls. Each attempt consumes an hour whether it succeeds or not. A failure sends the posse off track, but trackers can try again.

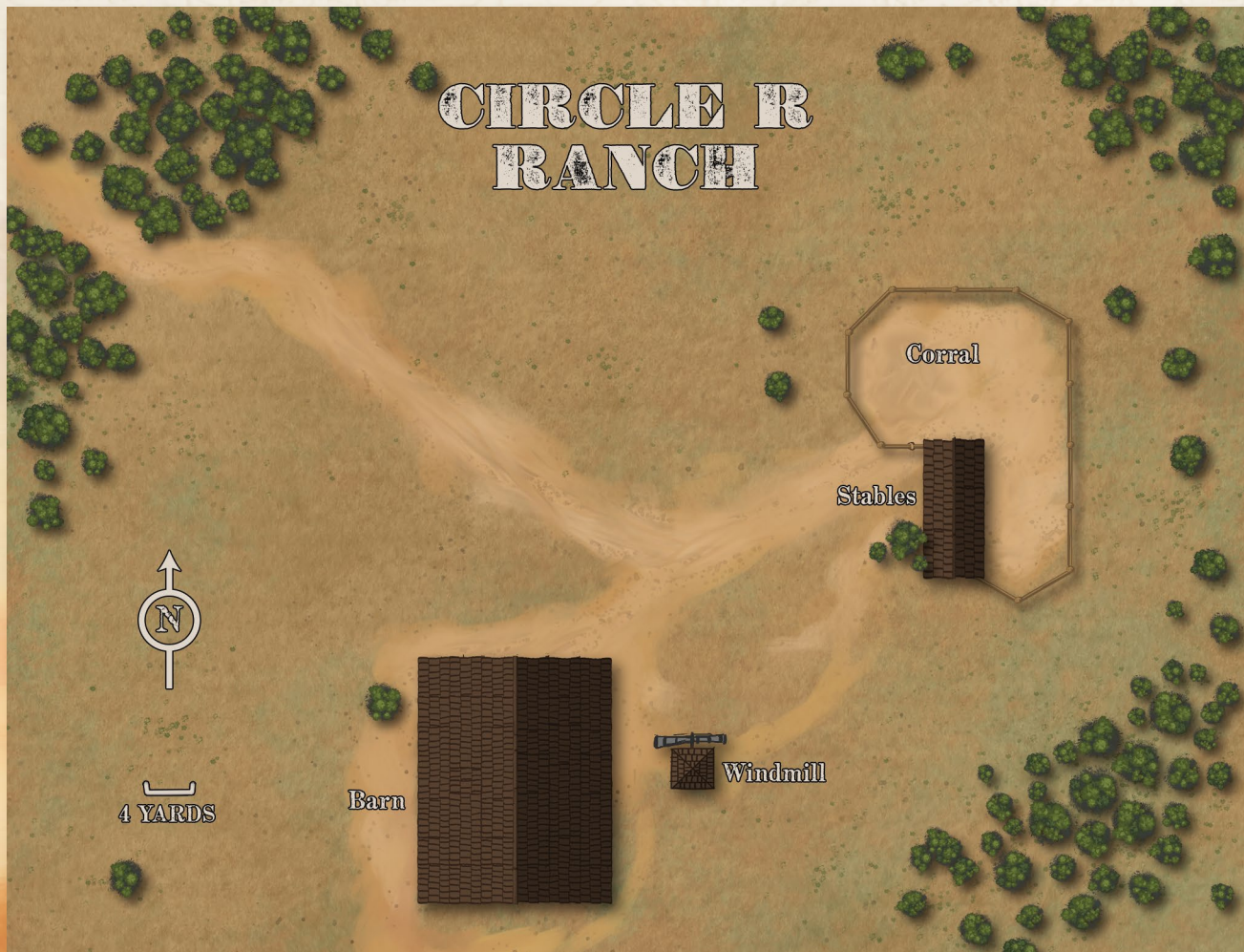
A Streetwise roll reveals a townsperson who recognizes one of the horses as being from the Circle-R Ranch. A raise on the roll learns no one has seen anyone from the Circle-R in town for a

few months – roughly as long as the Iron Men have been active.

THE CIRCLE-R RANCH

The Circle-R is located half a day's ride out of town. Riegel and his Iron Men seized the ranch a few months ago as a temporary base of operations. The ranch was not fully finished at the time the Iron Men took over, and they're not exactly the building types. Riegel managed to keep them working long enough to complete the barn, but other than a rough adobe building they use as a kitchen outhouse, no other construction has been completed. The gang beds down under the stars or in the adobe building.

The barn is the site of the professor's lab and workshop. In addition to his more run-of-the-mill inventions, it also houses his prototype steam walker – which is fully functional at this point. There are also eight crates of dynamite stored in the



DEADLANDS: SHOOTOUT AT THE CIRCLE-R CORRAL

barn, for use in both the dynamite launcher and the walker's rockets.

Getting in Close

The rest of the gang is at the Circle-R when the posse arrives. The bandits know there are plenty of folks looking for their hides, so they have one of their number on guard at all times.

If any of the bandits escaped the botched robbery in Badwater Junction, treat the guard as active with regard to any Stealth attempts. Otherwise, he's inactive and a successful Stealth roll gets a cowpoke into cover within 12 yards (6" on a battlemat). If the guard spots a hero, he sounds the alarm.

Order of Battle

Once the guards are alerted, they all immediately engage with the posse. The round after the guards sound the alarm, half the remaining Iron Men emerge from the adobe kitchen. None of them are armed with unique weapons.

On the second round after the alarm is raised the remaining outlaws emerge, half from the adobe building and half from the barn. The bandit armed with the flamethrower comes out of the barn and enters the gunfight. Professor Riegel gives the last Iron Man his dynamite launcher.

On the third round, all the knock-off automatons lumber out of the barn and engage the nearest hero. The bandit with a dynamite launcher exits the barn, targeting any groups of heroes with his weapon. Professor Riegel also pokes his head out to assess the situation, but doesn't enter the fight. He remains inside the barn, only using his acid gun (*bolt*) as necessary to dissuade any brave souls from rushing the barn.

🌀 **Professor Riegel:** See page 26.

- **Bandit (2, plus 2 per hero):** Use the Iron Man Bandit profile, page 25. Half armed with Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1) and half with Winchester '73 rifles (Range 24/48/96, Damage 2d8, RoF 1, AP 2).
- **Flamethrower Bandit:** Use the Iron Man Bandit profile, page 25. Armed with flamethrower (see *Deadlands Reloaded Player's Guide*) and Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).
- **Dynamite Launching Bandit:** Use the Iron Man Bandit profile, page 25. Armed with dynamite launcher and Peacemaker (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

- **Knock-Off Automaton (1 per 3 heroes):** See page 25.

We're Gonna Need a Bigger Gun!

Riegel uses *teleport* to enter steam walker once half of his forces are Incapacitated, he takes a wound (whether or not he soaks it), or the heroes enter the barn. The walker emerges from barn on next round, bursting through one or more walls.

The walker is a very dangerous foe, especially when supported by a gang of outlaws and one or more metal men. Fortunately, the professor is more engineer than tactician, so he doesn't always make the wisest choices once he gets behind the walker's wheel. Randomly choose both which weapon and which posse member he chooses to target each round. He's not concerned with collateral damage—in fact, Riegel is somewhat interested in seeing just how much devastation he can wreak with his new toy!

Even if they came unprepared for a mechanical monster with Heavy Armor, there are a few options available to take down the smash-happy inventor and his gang. A sharpshooting sodbuster can target Riegel through the view ports, completely bypassing the machine's formidable armor. A smart posse can also turn the professor's inventions against him. Both the dynamite launcher and flamethrower can damage the walker.

Finally, there is a sizeable quantity of loose dynamite in the barn as well. Remember the dynamite has to be bundled in groups of at least four sticks to work as a Heavy Weapon, though.

The Iron Men shoot it out until either three-quarters of their number go down or the walker is neutralized. Riegel fights until the walker is Wrecked or he himself suffers three wound levels. After he exits the steam mech—or upon his death—the walker detonates in a devastating blast. The explosion reduces the machine to a useless pile of smoking wreckage so thoroughly destroyed it can't be reverse-engineered.

- **Steam Walker:** See page 27.

Round 'Em Up!

Once the battle's over, the posse can wrangle the Iron Men back to Kempe to claim the bounty. If word of the steam walker gets out, any number of powerful organizations are likely to pull strings to get the inventor turned over to them, long before any trial takes place.

VILLAINS AND VARMINTS

Iron Man Bandit

The Iron Men are the usual sidewinders and bottom feeders you find in an outlaw gang, just with nicer toys.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Gambling d6, Notice d6, Repair d4, Shooting d6, Stealth d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Bloodthirsty, Wanted

Edges: Quick Draw

Gear: Bulletproof vest (+2), knife (Str+d4), Peacemaker (12/24/48, 2d6+1, ROF 1, AP 1) or Winchester '73 (24/48/96, 3d8, AP 2).

Special Abilities:

- **Armor +2:** Bulletproof vest. Protects torso; malfunctions on Soak rolls. See *Deadlands Reloaded Player's Guide* for details.
- **Pistol Rounds:** Outlaw pistols use flash rounds. A target hit by a pistol shot must make an Agility roll or be blinded for 1d6 rounds. Blinded victims suffer -6 penalty to all Trait rolls (except Spirit and Vigor) and have Parry reduced to 2. *Malfunction:* If the Shooting die result is a 1, the round explodes as it leaves the barrel, and the shooter must make an Agility roll (-2) or suffer the effect.
- **Rifle Rounds:** Outlaw rifles use explosive rounds. The round explodes in a Small Burst Template for 3d8 damage. *Malfunction:* If the Shooting die result is a 1, the round explodes in the chamber, detonating any remaining rounds as well. This causes 2d6 damage in a Small Burst Template, +1d6 for each other round detonated.

Knock-Off Automaton

Unlike Hellstromme's creations, which rely on a zombie brain to give the construct the ability to "intelligently" interact with the world, Riegel's automatons run on a fairly straightforward program determined by a difference engine inside the housing. In effect, it's a heavily armed player piano. After an automaton is attacked, it focuses attacks on the most recent cowpoke and attacks them until either they're destroyed or their target is dead – or another target draws their attention. Therefore, these automatons are fairly easy to defeat

ADDITIONAL MAD SCIENCE WEAPONS

In addition to copying standard designs, Professor Riegel has outfitted a few of his henchmen with mad science weapons of his own devising. The stats for a flamethrower can be found in the *Deadlands Reloaded Player's Handbook*. His other unique devices are described below.

Dynamite Launcher: Treat this weapon as the *blast* power from *Savage Worlds*, using the Shooting skill. Power Points: 20.

Electromagnetic Focusing Device: Treat this device as the *pummel* power from *Savage Worlds*, with a magnetic trapping. A Smarts roll activates it. All metallic objects in the area are also knocked back. Any character holding a metallic item – say, a six-shooter – must make a Strength roll to keep from having it thrown from his hand and 2d6" away. Power Points: 20.

once the weakness of their simple programming is discovered.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12, Vigor d12

Skills: Fighting d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 6; **Toughness:** 13 (4)

Gear: Gatling gun (Range 24/48/96, Damage 2d8, RoF 3, AP 2), 60 rounds of ammunition.

Special Abilities:

- **Armor +4:** Heavy steel plating
- **Claw:** Str+d8.
- **Construct:** +2 to recover from Shaken. No additional damage from Called Shots. Immune to Disease and Poison.
- **Fearless:** Immune to Fear and Intimidation.
- **Gyrostabilizer:** No autofire penalty when firing the Gatling.
- **Hardy:** A second Shaken result does not cause a wound.
- **Inflexible:** Until it is attacked, roll a d12 for the automaton each round and read the die like a clock's face; it aims **Suppressive Fire** (see *Savage Worlds*) at targets in that direction. Once it's attacked, a knock-off automaton aims its

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fire and moves its Pace directly toward the last foe to hit it with an attack. It focuses its attack on that target to the exclusion of others — until someone else attacks it.

- **Size +1:** Bulkier than a human.



Professor Liam Riegel

Professor Riegel's plans — and ego — outstrip his resources. He belittles any weird science invention he himself did not come up with, while regaling any within earshot of the greatness of his own. In fact, he considers the “unjust recognition” Dr. Hellstromme receives, while his own greatness remains ignored by society, a far greater crime than any mere bank robbery.

The professor is always dressed in his work apron and seldom far from his workshop. Unexpected consequences from an experiment years ago left his hair not only stark white, but also standing on end. Over the years, he's managed to concoct an ointment that lets him mold it into a streamlined pillar extending behind his head.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d4, Knowledge (Engineering) d10, Knowledge (Science) d8, Notice d6, Repair d10, Shooting d6, Weird Science d8

Cha: 0; **Grit:** 3; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Greedy, Vengeful, Quirk (Monologues)

Edges: Ace, Arcane Background (Weird Science), New Power (x4)

Powers: *Blast* (dynamite launcher), *bolt* (acid gun), *teleport* (biolocative diffusion belt). **Power Points:** 20 (each).

Gear: Improved bulletproof vest (+4), repair kit.



RIEGEL'S STEAM WALKER

Professor Riegel's masterpiece is his steam walker. Although quite unorthodox in design, it is a powerful machine capable of large scale destruction.. He hopes to make a fortune selling the blueprints to rail barons, national governments, and petty despots with deep enough pockets.

The walker stands over 20 feet tall on legs built from railroad ties. It packs a steam Gatling gun, a pair of rocket launchers, and a multi-barrel cannon. The driver rides in a heavily armored cab atop the walker. However, the driver can fire only a single weapon system in a given round, and fixed weapons can only fire in a 45-degree arc in the direction the walker is facing that round.

The walker is designed using the rules from the *Science Fiction Companion*, but you don't need that book to use it. Just use the rules for vehicles from *Savage Worlds* with the following additions.

The walker (and its driver) are protected by Heavy Armor. Although smaller opponents receive a +2 to hit due to the walker's Size, barring a well-placed shot, most personal firearms are no more a threat to the walker than pea shooters. A Called Shot at -6 can target the view ports — in other words, Riegel himself.

If the walker suffers a wound, Riegel must make a Driving roll or walker falls in random direction (d12), suffering 6d6 damage. Anyone under walker must make an Agility, Riding, or Driving roll (as appropriate) or suffer the same damage. A Wrecked Critical Hit causes walker to explode for 6d6 damage in 10" radius.

As an action, the walker can stomp a target 10 feet tall or smaller. Riegel must win an opposed Piloting versus the victim's Agility (or Riding or Driving) to hit. If successful, the target takes d12+2d6+4 damage, and only Heavy Armor protects.

When Incapacitated, Riegel's steam walker explodes in a Large Burst Template for 3d6 damage. This counts as a Heavy Weapon.

Light Walker: Size 6, Pace 10, Strength d12+4, Toughness 20 (5), Crew 1

Weapons:

- Fixed Steam Gatling (Range 24/48/96, Damage 2d8, RoF 4); if fired for 3 consecutive rounds, creates a cloud of steam in LBT providing Medium cover; Malfunction causes scalding steam fills an LBT doing 2d10 damage.
- Fixed 2× Rocket Launchers, each with 3× rockets (Range 24/48/96, Damage 4d6, RoF 1, AP 10, MBT, HW); Malfunction causes explosion, detonating all remaining rockets on that launcher as well.
- Six-Barrel Cannon (Range 50/100/200, Damage 3d6+1, RoF 1, AP 4, HW), Malfunction causes explosion for 3d6 in MBT and renders cannon inoperative.

FLASH GORDON

Here's a preview of some of Flash Gordon's staunchest allies. Watch for the Kickstarter, coming soon from Pinnacle!

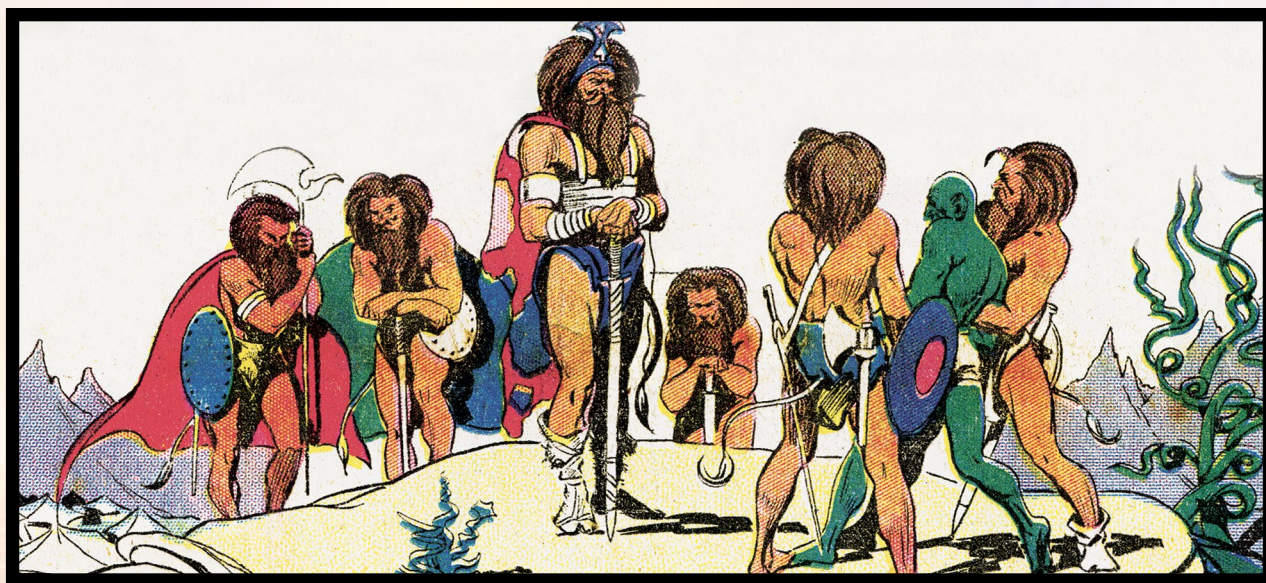
LION MAN

Lion folk look a bit like bipedal versions of their Earthly namesakes, even down to their thick, tufted tails. Similarly, the males of the species display luxurious manes. They have sharp teeth and claws (both of which can be used to great effect in combat), though they are capable of wielding a variety of weapons in their dexterous paws. With a little effort, a lion man could pass for a human/Mongonian under the right lighting conditions and with careful attention paid to the wrangling of his tail.

While lion men are a savage, predatory, and occasionally cruel race, they are also proud and fiercely loyal creatures. The nomadic lion men hail from a grassy region northwest of Mingo where they are led by King Jugrid, considered one of the three mightiest rulers of

Mongo (alongside Vultan and Ming). Small pockets of primitive panther men (with similar characteristics to their lion cousins) also hail from this savanna, but they are somewhat rare to encounter and tend to be fiercely loyal to Ming.

- **Claws:** Lion men have retractable claws that do Str+d6 damage.
- **Low Light Vision:** The eyes of lion men amplify light. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Racial Enemy:** Lion men and shark men are hereditary enemies suffering a -4 Charisma when dealing with each other.
- **Size +1:** Lion men are slightly larger than average-sized Mongonians.
- **Strong:** Lion men are large and sturdy beastmen. They start with a d6 in Strength. This increases the Trait's maximum a like amount.



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